DEFENSE INFORMATION SYSTEMS AGENCY
Interoperability Directorate, 5600 Columbia Pike, Falls Church, VA 22041-2717
SYMBOLOGY STANDARDS MANAGEMENT COMMITTEE DIRECTIVE

SSMC NO: 2-03	**Date: July 24, 2003**

CP No: MIL00-38A | **Title: Circular Zone of Responsibility**

Originator, Name and Address:

PM FATDS

SSMC Action:

☒ **Approved**
☐ **Approved with Changes**
☐ **Withdrawn**
☐ **Deferred**
☐ **Declared Substantive**
   By:
☐ **Disapproved**
☐ **Testing Required**
   ☐ **Prior to Decision**
   ☐ **Subsequent to Decision**
☐ **Allied Coordination Required**

Decision:

Approved as submitted.

Votes Cast/Proposed Change

Approve	Disapprove	Abstain	N/A	
☒	☐	☐	☐	USA
☒	☐	☐	☐	USN
☒	☐	☐	☐	USMC
☒	☐	☐	☐	USAF
☒	☐	☐	☐	NIMA
☒	☐	☐	☐	DIA
☐	☐	☐	☐	DISA

Chairperson

Sherry A Washington
(Signature)

SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
CHANGE PROPOSAL NUMBER		**MIL00-38A**	
ORIGINATOR	**SPONSOR**	**DATE RECEIVED**	**DATE OF ACTION**
PM FATDS	**ARMY**	**August 6, 2001**	**July 24, 2003**
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **ZONE OF RESPONSIBILITY (ZOR), CIRCULAR**			
SUGGESTED CHANGE			

The Fire Support community has a requirement to add a new symbol to MIL-STD-2525B.

1. The purpose of the Zone of Responsibility (ZOR), Circular symbol is to graphically display to commanders in the Common Operational Picture (COP)/Common Tactical Picture (CTP) an enclosed area of the battlefield that is controlled by a specific unit, from a fire support perspective.
2. Recommend adding to hierarchy item 2.X.4, Fire Support, under the "Areas" hierarchy, 2.X.4.3, figure B-17, and table B-IV.

OVERVIEW

Currently, the standard does not contain a symbol depicting Zones of Responsibility (ZOR), Circular. The purpose of the Zone of Responsibility, Circular symbol is to graphically display to commanders and operators the geometry used within the fire support system to designate an enclosed area of the battlefield that is controlled by a specific unit (from a fire support perspective), usually a maneuver Fire Support Element. Incorporation into MIL STD 2525B, which will be used in JMTK and GSD, will allow the symbols to be transmitted/received by all battlefield systems. The Zone of Responsibility, Circular is a required symbol for use in the COP/CTP to be shared across the battlefield. The development of the COP/CTP is required of all ABCS component systems. Fire Support systems are the producer of Zone of Responsibility, Circular for the COP/CTP. Fire Support systems will retain this capability for fielding throughout the Army and USMC.

OPERATIONAL DESCRIPTION

In general, the Zone of Responsibility, Circular symbol is used within the fire support system to designate an enclosed area of the battlefield that is controlled by a specific unit (from a fire support perspective), usually a maneuver Fire Support Element. One (1) point location and a radius defined in meters are required to graphically display a Zone of Responsibility, Circular. The minimum information required to interoperate with another is defined below.

IMPLEMENTATION

Description: **Fire Support, Areas, Target Acquisition Zones, Zone of Responsibility (ZOR), Circular**

Parameters:
1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.

2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.

3. Orientation. Not applicable.

Fixed/Dynamic: Dynamic

Hierarchy: 2.X.4.3.3.7.3

Symbol ID: G*F*AZZC--****X

SYMBOLOGY CONFIGURATION MANAGEMENT CHANGE PROPOSAL FORM			
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PM FATDS	**ARMY**	**August 6, 2001**	**July 24, 2003**
CHANGE PROPOSAL TITLE			
ADD NEW SYMBOL, **ZONE OF RESPONSIBILITY (ZOR), CIRCULAR**			

Tactical Graphic:

Example:

JIEO ANALYSIS			
See JIEO ANALYSIS MIL00-38A.doc			
C/S/A COMMENTS			
DECISION NOTICE			
Approved at SSMC 2-03.			

Attachment A

Tasks:
1. Modify Figure B-17 to reflect new hierarchy structure (Figure B-17 becomes Figures B-17.1 and B-17.2) and addition of new Fire Support graphics.

TACTICAL GRAPHICS 2.X

FIRE SUPPORT 2.X.4

POINTS 2.X.4.1

TARGET 2.X.4.1.1
- Point/Single Target 2.X.4.1.1.1
- Nuclear Target 2.X.4.1.1.2

Command & Control Points 2.X.4.1.2
- FIRE SUPPORT STATION 2.X.4.1.2.1
- Survey Control Point 2.X.4.1.2.2
- Firing Point 2.X.4.1.2.3
- Reload Point 2.X.4.1.2.4
- Hide Point 2.X.4.1.2.5
- Launch Point 2.X.4.1.2.6

LINES 2.X.4.2

Linear Target 2.X.4.2.1
- Linear Smoke Target 2.X.4.2.1.1
- Final Protective Fire (FPF) 2.X.4.2.1.2

Command & Control Lines 2.X.4.2.2
- Fire Support Coordination Line (FSCL) 2.X.4.2.2.1
- Coordinated Fire Line (CFL) 2.X.4.2.2.2
- No-Fire Line (NFL) 2.X.4.2.2.3
- Restrictive Fire Line (RFL) 2.X.4.2.2.4

AREAS 2.X.4.3

Figure B-17.1. Fire Support.

TACTICAL GRAPHICS 2.X

FIRE SUPPORT 2.X.4

POINTS 2.X.4.1

LINES 2.X.4.2

AREAS 2.X.4.3

Area Target 2.X.4.3.1
- Rectangular Target 2.X.4.3.1.1
- Circular Target 2.X.4.3.1.2
- Series or Group of Targets 2.X.4.3.1.3
- Smoke 2.X.4.3.1.4
- Bomb Area 2.X.4.3.1.5

Command & Control Areas 2.X.4.3.2

Target Acquisition Zones 2.X.4.3.3

Weapon/Radar Range Fans 2.X.4.3.4
- Range Fans, Circular 2.X.4.3.4.1
- Range Fans, Sector 2.X.4.3.4.2

Fire Support Area (FSA) 2.X.4.3.2.1
- FSA, Irregular 2.X.4.3.2.1.1
- FSA, Rectangular 2.X.4.3.2.1.2
- FSA, Circular 2.X.4.3.2.1.3

Airspace Coordination Area (ACA) 2.X.4.3.2.2
- ACA, Irregular 2.X.4.3.2.2.1
- ACA, Rectangular 2.X.4.3.2.2.2
- ACA, Circular 2.X.4.3.2.2.3

Free Fire Area (FFA) 2.X.4.3.2.3
- FFA, Irregular 2.X.4.3.2.3.1
- FFA, Rectangular 2.X.4.3.2.3.2
- FFA, Circular 2.X.4.3.2.3.3

No-Fire Area (NFA) 2.X.4.3.2.4
- NFA, Irregular 2.X.4.3.2.4.1
- NFA, Rectangular 2.X.4.3.2.4.2
- NFA, Circular 2.X.4.3.2.4.3

Restrictive Fire Area (RFA) 2.X.4.3.2.5
- RFA, Irregular 2.X.4.3.2.5.1
- RFA, Rectangular 2.X.4.3.2.5.2
- RFA, Circular 2.X.4.3.2.5.3

Position Area For Artillery (PAA) 2.X.4.3.2.6
- PAA, Rectangular 2.X.4.3.2.6.1
- PAA, Circular 2.X.4.3.2.6.2

Artillery Target Intelligence (ATI) Zone 2.X.4.3.3.1
- ATI Zone, Irregular 2.X.4.3.3.1.1
- ATI Zone, Rectangular 2.X.4.3.3.1.2
- ATI Zone, Circular 2.X.4.3.3.1.3

Call For Fire Zone (CFFZ) 2.X.4.3.3.2
- CFFZ, Irregular 2.X.4.3.3.2.1
- CFFZ, Rectangular 2.X.4.3.3.2.2
- CFFZ, Circular 2.X.4.3.3.2.3

Sensor Zone 2.X.4.3.3.3
- Sensor Zone, Irregular 2.X.4.3.3.3.1
- Sensor Zone, Rectangular 2.X.4.3.3.3.2
- Sensor Zone, Circular 2.X.4.3.3.3.3

Censor Zone 2.X.4.3.3.4
- Censor Zone, Irregular 2.X.4.3.3.4.1
- Censor Zone, Rectangular 2.X.4.3.3.4.2
- Censor Zone, Circular 2.X.4.3.3.4.3

Dead Space Area (DA) 2.X.4.3.3.5
- DA, Irregular 2.X.4.3.3.5.1
- DA, Rectangular 2.X.4.3.3.5.2
- DA, Circular 2.X.4.3.3.5.3

Critical Friendly Zone (CFZ) 2.X.4.3.3.6
- CFZ, Irregular 2.X.4.3.3.6.1
- CFZ, Rectangular 2.X.4.3.3.6.2
- CFZ, Circular 2.X.4.3.3.6.3

Zone of Responsibility (ZOR) 2.X.4.3.3.7
- ZOR, Irregular 2.X.4.3.3.7.1
- ZOR, Rectangular 2.X.4.3.3.7.2
- ZOR, Circular 2.X.4.3.3.7.3

Target Build-Up Area (TBA) 2.X.4.3.3.8
- TBA, Irregular 2.X.4.3.3.8.1
- TBA, Rectangular 2.X.4.3.3.8.2
- TBA, Circular 2.X.4.3.3.8.3

Target Value Area (TVAR) 2.X.4.3.3.9
- TVAR, Irregular 2.X.4.3.3.9.1
- TVAR, Rectangular 2.X.4.3.3.9.2
- TVAR, Circular 2.X.4.3.3.9.3
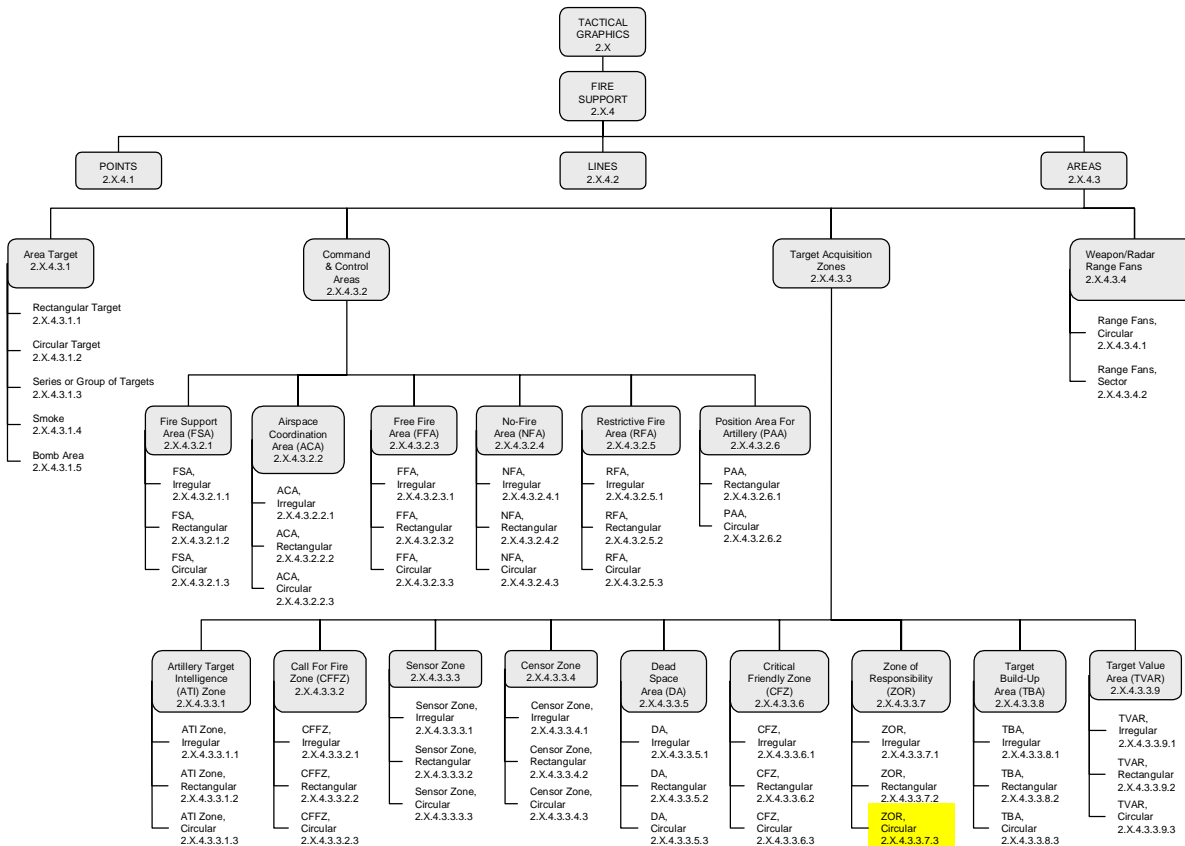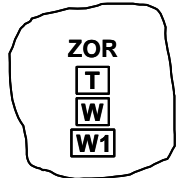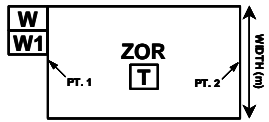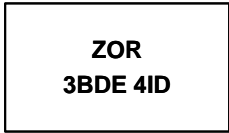
Figure B-17.2. Fire support.

Attachment A

2. Modify Table B-III to reflect restructured hierarchy numbers, provide new symbol IDs for restructured graphics and addition of new graphics' hierarchy numbers and symbol IDs.

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4	G	*	F	*	--	--	--	**	**	X	FIRE SUPPORT
2.X.4.1	G	*	F	*	P-	--	--	**	**	X	POINT
2.X.4.1.1	G	*	F	*	PT	--	--	**	**	X	TARGET
2.X.4.1.1.1	G	*	F	*	PT	S-	--	**	**	X	POINT/SINGLE TARGET
2.X.4.1.1.2	G	*	F	*	PT	N-	--	**	**	X	NUCLEAR TARGET
2.X.4.1.2	G	*	F	*	PC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.1.2.1	G	*	F	*	PC	F-	--	**	**	X	FIRE SUPPORT STATION
2.X.4.1.2.2	G	*	F	*	PC	S-	--	**	**	X	SURVEY CONTROL POINT (SCP)
2.X.4.1.2.3	G	*	F	*	PC	B-	--	**	**	X	FIRING POINT
2.X.4.1.2.4	G	*	F	*	PC	R-	--	**	**	X	RELOAD POINT
2.X.4.1.2.5	G	*	F	*	PC	H-	--	**	**	X	HIDE POINT
2.X.4.1.2.6	G	*	F	*	PC	L-	--	**	**	X	LAUNCH POINT
2.X.4.2	G	*	F	*	L-	--	--	**	**	X	LINES
2.X.4.2.1	G	*	F	*	LT	--	--	**	**	X	LINEAR TARGET
2.X.4.2.1.1	G	*	F	*	LT	S-	--	**	**	X	LINEAR SMOKE TARGET
2.X.4.2.1.2	G	*	F	*	LT	F-	--	**	**	X	FINAL PROTECTIVE FIRE (FPF)
2.X.4.2.2	G	*	F	*	LC	--	--	**	**	X	COMMANDAND CONTROL
2.X.4.2.2.1	G	*	F	*	LC	F-	--	**	**	X	FIRE SUPPORT COORDINATION LINE (FSCL)
2.X.4.2.2.2	G	*	F	*	LC	C-	--	**	**	X	COORDINATED FIRE LINE (CFL)
2.X.4.2.2.3	G	*	F	*	LC	N-	--	**	**	X	NO-FIRE LINE (NFL)
2.X.4.2.2.4	G	*	F	*	LC	R-	--	**	**	X	RESTRICTIVE FIRE LINE (RFL)
2.X.4.3	G	*	F	*	A-	--	--	**	**	X	AREAS
2.X.4.3.1	G	*	F	*	AT	--	--	**	**	X	AREA TARGET
2.X.4.3.1.1	G	*	F	*	AT	C-	--	**	**	X	CIRCULAR TARGET
2.X.4.3.1.2	G	*	F	*	AT	R-	--	**	**	X	RECTANGULAR TARGET
2.X.4.3.1.3	G	*	F	*	AT	G-	--	**	**	X	SERIES OR GROUP OF TARGETS
2.X.4.3.1.4	G	*	F	*	AT	S-	--	**	**	X	SMOKE
2.X.4.3.1.5	G	*	F	*	AT	B-	--	**	**	X	BOMB AREA
2.X.4.3.2	G	*	F	*	AC	--	--	**	**	X	COMMAND AND CONTROL
2.X.4.3.2.1	G	*	F	*	AC	S-	--	**	**	X	FIRE SUPPORT AREA (FSA)
2.X.4.3.2.1.1	G	*	F	*	AC	SI	--	**	**	X	FIRE SUPPORT AREA (FSA), IRREGULAR
2.X.4.3.2.1.2	G	*	F	*	AC	SR	--	**	**	X	FIRE SUPPORT AREA (FSA), RECTANGULAR
2.X.4.3.2.1.3	G	*	F	*	AC	SC	--	**	**	X	FIRE SUPPORT AREA (FSA), CIRCULAR
2.X.4.3.2.2	G	*	F	*	AC	A-	--	**	**	X	AIRSPACE COORDINATION AREA (ACA)
2.X.4.3.2.2.1	G	*	F	*	AC	AI	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), IRREGULAR
2.X.4.3.2.2.2	G	*	F	*	AC	AR	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), RECTANGULAR
2.X.4.3.2.2.3	G	*	F	*	AC	AC	--	**	**	X	AIRSPACE COORDINATION AREA (ACA), CIRCULAR
2.X.4.3.2.3	G	*	F	*	AC	F-	--	**	**	X	FREE FIRE AREA (FFA)
2.X.4.3.2.3.1	G	*	F	*	AC	FI	--	**	**	X	FREE FIRE AREA (FFA), IRREGULAR
2.X.4.3.2.3.2	G	*	F	*	AC	FR	--	**	**	X	FREE FIRE AREA (FFA), RECTANGULAR
2.X.4.3.2.3.3	G	*	F	*	AC	FC	--	**	**	X	FREE FIRE AREA (FFA), CIRCULAR
2.X.4.3.2.4	G	*	F	*	AC	N-	--	**	**	X	NO-FIRE AREA (NFA)
2.X.4.3.2.4.1	G	*	F	*	AC	NI	--	**	**	X	NO-FIRE AREA (NFA), IRREGULAR
2.X.4.3.2.4.2	G	*	F	*	AC	NR	--	**	**	X	NO-FIRE AREA (NFA), RECTANGULAR
2.X.4.3.2.4.3	G	*	F	*	AC	NC	--	**	**	X	NO-FIRE AREA (NFA), CIRCULAR

HIERARCHY	CODE SCHEME	AFFILIATION	CATEGORY	STATUS	FUNCTION ID			SIZE/MOBILITY	COUNTRY CODE	ORDER OF BATTLE	DESCRIPTION
2.X.4.3.2.5	G	*	F	*	AC	R-	--	**	**	X	RESTRICTIVE FIRE AREA (RFA)
2.X.4.3.2.5.1	G	*	F	*	AC	RI	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), IRREGULAR
2.X.4.3.2.5.2	G	*	F	*	AC	RR	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), RECTANGULAR
2.X.4.3.2.5.3	G	*	F	*	AC	RC	--	**	**	X	RESTRICTIVE FIRE AREA (RFA), CIRCULAR
2.X.4.3.2.6	G	*	F	*	AC	P-	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA)
2.X.4.3.2.6.1	G	*	F	*	AC	PI	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), IRREGULAR
2.X.4.3.2.6.2	G	*	F	*	AC	PC	--	**	**	X	POSITION AREA FOR ARTILLERY (PAA), CIRCULAR
2.X.4.3.3	G	*	F	*	AZ	--	--	**	**	X	TARGET ACQUISITION ZONES
2.X.4.3.3.1	G	*	F	*	AZ	I-	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE
2.X.4.3.3.1.1	G	*	F	*	AZ	II	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, IRREGULAR
2.X.4.3.3.1.2	G	*	F	*	AZ	IR	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, RECTANGULAR
2.X.4.3.3.1.3	G	*	F	*	AZ	IC	--	**	**	X	ARTILLERY TARGET INTELLIGENCE (ATI) ZONE, CIRCULAR
2.X.4.3.3.2	G	*	F	*	AZ	X-	--	**	**	X	CALL FOR FIRE ZONE (CFFZ)
2.X.4.3.3.2.1	G	*	F	*	AZ	XI	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), IRREGULAR
2.X.4.3.3.2.2	G	*	F	*	AZ	XR	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), RECTANGULAR
2.X.4.3.3.2.3	G	*	F	*	AZ	XC	--	**	**	X	CALL FOR FIRE ZONE (CFFZ), CIRCULAR
2.X.4.3.3.3	G	*	F	*	AZ	S-	--	**	**	X	SENSOR ZONE
2.X.4.3.3.3.1	G	*	F	*	AZ	SI	--	**	**	X	SENSOR ZONE, IRREGULAR
2.X.4.3.3.3.2	G	*	F	*	AZ	SR	--	**	**	X	SENSOR ZONE, RECTANGULAR
2.X.4.3.3.3.3	G	*	F	*	AZ	SC	--	**	**	X	SENSOR ZONE, CIRCULAR
2.X.4.3.3.4	G	*	F	*	AZ	C-	--	**	**	X	CENSOR ZONE
2.X.4.3.3.4.1	G	*	F	*	AZ	CI	--	**	**	X	CENSOR ZONE, IRREGULAR
2.X.4.3.3.4.2	G	*	F	*	AZ	CR	--	**	**	X	CENSOR ZONE, RECTANGULAR
2.X.4.3.3.4.3	G	*	F	*	AZ	CC	--	**	**	X	CENSOR ZONE, CIRCULAR
2.X.4.3.3.5	G	*	F	*	AZ	D-	--	**	**	X	DEAD SPACE AREA (DA)
2.X.4.3.3.5.1	G	*	F	*	AZ	DI	--	**	**	X	DEAD SPACE AREA (DA), IRREGULAR
2.X.4.3.3.5.2	G	*	F	*	AZ	DR	--	**	**	X	DEAD SPACE AREA (DA), RECTANGULAR
2.X.4.3.3.5.3	G	*	F	*	AZ	DC	--	**	**	X	DEAD SPACE AREA (DA), CIRCULAR
2.X.4.3.3.6	G	*	F	*	AZ	F-	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ)
2.X.4.3.3.6.1	G	*	F	*	AZ	FI	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), IRREGULAR
2.X.4.3.3.6.2	G	*	F	*	AZ	FR	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), RECTANGULAR
2.X.4.3.3.6.3	G	*	F	*	AZ	FC	--	**	**	X	CRITICAL FRIENDLY ZONE (CFZ), CIRCULAR
2.X.4.3.3.7	G	*	F	*	AZ	Z-	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR)
2.X.4.3.3.7.1	G	*	F	*	AZ	ZI	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), IRREGULAR
2.X.4.3.3.7.2	G	*	F	*	AZ	ZR	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), RECTANGULAR
2.X.4.3.3.7.3	G	*	F	*	AZ	ZC	--	**	**	X	ZONE OF RESPONSIBILITY (ZOR), CIRCULAR
2.X.4.3.3.8	G	*	F	*	AZ	B-	--	**	**	X	TARGET BUILD-UP AREA (TBA)
2.X.4.3.3.8.1	G	*	F	*	AZ	BI	--	**	**	X	TARGET BUILD-UP AREA (TBA), IRREGULAR
2.X.4.3.3.8.2	G	*	F	*	AZ	BR	--	**	**	X	TARGET BUILD-UP AREA (TBA), RECTANGULAR
2.X.4.3.3.8.3	G	*	F	*	AZ	BC	--	**	**	X	TARGET BUILD-UP AREA (TBA), CIRCULAR
2.X.4.3.3.9	G	*	F	*	AZ	V-	--	**	**	X	TARGET VALUE AREA (TVAR)
2.X.4.3.3.9.1	G	*	F	*	AZ	VI	--	**	**	X	TARGET VALUE AREA (TVAR), IRREGULAR
2.X.4.3.3.9.2	G	*	F	*	AZ	VR	--	**	**	X	TARGET VALUE AREA (TVAR), RECTANGULAR
2.X.4.3.3.9.3	G	*	F	*	AZ	VC	--	**	**	X	TARGET VALUE AREA (TVAR), CIRCULAR
2.X.4.3.4	G	*	F	*	AX	--	--	**	**	X	WEAPON/RADAR RANGE FAN
2.X.4.3.4.1	G	*	F	*	AX	C-	--	**	**	X	WEAPON/RADAR RANGE FAN, CIRCULAR
2.X.4.3.4.2	G	*	F	*	AX	S-	--	**	**	X	WEAPON/RADAR RANGE FAN, SECTOR

Attachment A

3. Modify and amend Table B-IV as needed to agree with Figure B-17.1, B-17.2 and Table B-III as shown above.

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY	TACTICAL GRAPHIC
		SYM-ID	

FIRE SUPPORT
  AREAS
    TARGET ACQUISITION ZONES
      ZONE OF RESPONSIBILITY (ZOR)
	N/A	2.X.4.3.3.7	

FIRE SUPPORT
  AREAS
    TARGET ACQUISITION ZONES
      ZONE OF RESPONSIBILITY (ZOR)
        IRREGULAR
 	
Parameters
 	
1. Anchor points. This graphic requires a minimum of three anchor points to define the boundary of the area. Add as many points as necessary to accurately reflect the area's size and shape.
 	
2. Size/Shape. Determined by the anchor points. The information fields should be moveable and scaleable within the area.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.3.7.1
		
		G*FPAZZI--****X
		
		Example	

FIRE SUPPORT
  AREAS
    TARGET ACQUISITION ZONES
      ZONE OF RESPONSIBILITY (ZOR)
        RECTANGULAR
 	
Parameters
 	
1. Anchor Points. This graphic requires two anchor points and a width, defined in meters, to define the boundary of the area. Points 1 and 2 will be located in the center of two opposing sides of the rectangle.
 	
2. Size/Shape. Size: As determined by the anchor points. The anchor points determine the length of the rectangle. The width, defined in meters, will determine the width of the rectangle.   Shape: Rectangle. The information fields should be moveable and scaleable.
 	
3. Orientation. As determined by the anchor points.
	D	2.X.4.3.3.7.2
		
		G*FPAZZR--****X
		
		Example	

Attachment A

DESCRIPTION	STATIC/ DYNAMIC	HIERARCHY SYM-ID	TACTICAL GRAPHIC

<mark>FIRE SUPPORT
  AREAS
    TARGET ACQUISITION ZONES
      ZONE OF RESPONSIBILITY (ZOR)
        CIRCULAR</mark>
 	
Parameters
 	
1. Anchor Points. This graphic requires one (1) anchor point and a radius. Point 1 defines the center point of the graphic.
 	
2. Size/Shape. Size: The radius, defined in meters, defines the size. Shape: Circle. The information fields should be scaleable within the circle.
 	
3. Orientation. Not applicable.
	D	2.X.4.3.3.7.3	

		G*FPAZZC--****X	
		Example	